

AMENDMENTS TO THE CLAIMS

Please cancel claims 185 (with previously canceled claims 9-32, 34, 37-132, 140-158, 160, 162-179, 181-183) amend claims 7-8, 33, 35, 137, 139, 180 and 184 as set forth in the following complete listing of the claims:

1. (Previously Presented) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

building a first simulated structure on the playing surface using a first set of structural units, wherein at least a plurality of structural units are substantially identical;

at least partially disassembling the first simulated structure by removing at least some of the structural units therefrom; and

building a second simulated structure on the playing surface using a second set of structure units.

2. (Previously Presented) The method of claim 1 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character, wherein at least some of the structural units forming the second simulated structure are also used in the first simulated structure.

3. (Original) The method of claim 2 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

4. (Original) The method of claim 3 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

5. (Previously Presented) The method of claim 4 wherein the randomizing element includes at least one die and wherein the disassembly step includes simulating a breach in the first simulated structure.

6. (Original) The method of claim 5 wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface.

7. (Currently Amended) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

A) simulating combat with mathematical combat resolution incorporating at least one randomizing element; and

B) moving at least some of the game pieces representing the characters on the playing surface,

i) wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon,

ii) wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof,

iii) wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character,

iv) wherein combat characteristics are utilized in the mathematical combat resolution for the character,

v) wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character,

vi) wherein the indicia identifies both the value of the attribute and the associated attribute,

vii) wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character,

viii) wherein the randomizing element includes at least one die,

ix) wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface,

x) wherein each game piece has a rotating counting wheel integral with the game piece,

xi) wherein the wheel includes indicia that ~~modifies at least one of the character attributes that~~ is associated with at least one visible indicia on the game piece wherein the wheel indicia and associated game piece indicia determine at least one of movement and range for the game piece, and

xii) wherein at least one visible indicia on the game piece is indicative of a character attribute that is not associated with ~~modified by~~ the wheel indicia; and

C) manually rotating the rotating counting wheel during the play of the game.

8. (Currently Amended) The method of claim 7 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body and wherein the wheel has a substantially horizontal axis of rotation, ~~and wherein the wheel indicia modifies at least one of movement and range values for the character.~~

9. – 32. (Canceled)

33. (Currently Amended) A method of playing game simulating physical activities, comprising the steps of:

A) providing a plurality of game-pieces with each game-piece representative of a game character,

i) wherein each game-piece includes a miniature figurine and each game piece has multiple character indicia thereon,

ii) wherein each character indicia is indicative of character attributes of the character,

iii) each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon,

iv) wherein at least one character indicia is associated with the rotating element indicia whereby the rotating element indicia ~~modifies a character attribute indicated by~~ and the associated character indicia determine at least one of the movement and range of the game piece,

v) wherein at least one character indicia includes a first indicia portion that identifies the attribute and a second numerical indicia portion indicative of the value of the identified attribute, and

vi) at least one character indicia is not associated with the rotating element indicia; and

B) rotating the rotating element of at least one game piece during play to vary the rotating element indicia displayed; and

C) selectively moving the game-pieces about a playing surface.

34. (Cancelled)

35. (Currently Amended) The method of claim 33 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and wherein the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein at least one of the character indicia is not associated with the rotating element indicia, and wherein the wheel has a substantially horizontal axis of rotation, ~~and wherein the wheel indicia modifies at least one of movement and range values for the character.~~

36. (Previously Presented) The method of claim 35 further including utilizing randomizing elements for combat dispute resolution and wherein the wheel is manually rotated.

37. - 132. (Cancelled)

133. (Previously Presented) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning at least one simulated building on the playing surface, wherein each simulated building is formed of a plurality of structural units that are adapted to form a plurality of simulated structures, further including simulating breaching of at least one simulated structure in at least one said simulated combat step.

134. (Original) The method of claim 133 wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

135. (Original) The method of claim 134 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

136. (Original) The method of claim 135 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

137. (Currently Amended) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

A) simulating combat with mathematical combat resolution incorporating at least one randomizing element;

B) moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

C) measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

D) positioning simulated structures on the playing surface,

i) wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character,

ii) wherein combat characteristics are utilized in the mathematical combat resolution for the character,

iii) wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character,

iv) wherein the indicia identifies both the value of the attribute and the associated attribute,

v) wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character,

vi) wherein the randomizing element includes at least one die, and at least one simulated structure is a simulated castle,

vii) wherein each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere,

viii) wherein the rotating element has multiple rotating element indicia thereon, and

ix) wherein at least one character indicia is associated with the rotating element indicia whereby the rotating element indicia ~~and modifies a character attribute indicated by the associated character indicia~~ determine at least one of the movement and range of the game piece.

138. (Previously Presented) The method of claim 137 wherein the rotating wheel is integral with the game piece, wherein the wheel is manually rotated.

139. (Currently Amended) The method of claim 138 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof, and wherein the wheel indicia is selectively viewable through an aperture in a wheel body, wherein the independent indicia includes a first indicia portion that identifies the attribute and a second indicia portion indicative of the value of the identified attribute, and wherein the wheel has a substantially horizontal axis of rotation, ~~and wherein the wheel indicia modifies at least one of movement and range values for the character.~~

140. -158. (Cancelled)

159. (Previously Presented) The method of playing an adventure game of claim 33, further comprising the steps of:

providing a plurality of structural units for forming a variety of simulated structures; and

building and placing selected simulated structures on the playing surface.

160. (Canceled)

161. (Previously Presented) The method of claim 159 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces, and further including utilizing randomizing elements for combat dispute resolution.

162. -179. (Cancelled)

180. (Currently Amended) A method of playing a competitive fantasy game comprising the steps of:

A) providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes

i) a miniature figurine, wherein at least some of the game pieces includes figurines selected from the group consisting of humans, humanoids, monsters, and siege weapons,

ii) multiple character indicia thereon, wherein the character indicia is indicative of character attributes of the character including at least the name of the character,

iii) a rotating element having multiple rotating element indicia thereon, at least one rotating element indicia associated with movement of the game piece, and wherein at least one character indicia is associated with at least one of the rotating element indicia whereby the rotating element indicia ~~modifies a character attribute indicated by~~ and the associated character indicia determine the movement of the game piece.

; and

C) rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and

D) selectively moving the game-pieces about a playing surface.

181. -183(Cancelled)

184 (Currently Amended) The method of playing a competitive fantasy game of claim 180 wherein the ~~and wherein the~~ wheel has a substantially horizontal axis of rotation.

185. (Canceled)

186. (Previously Presented) The method of playing a competitive fantasy game of claim 180 wherein the rotating of the rotating element is manually actuated.